

sending, from the server, the results of the at least one wager to the second client terminal during game play, in response to a request received at the server to reveal the results of the at least one wager during game play.

36. (New) A gaming method, comprising:

receiving, at a server, a purchase request for at least one wager from a first client terminal before game play has begun;

determining, at the server, the results of the at least one wager before game play has begun;

storing, at the server, the results of the at least one wager in a database before game play has begun;

sending, from the server, the results of the at least one wager to the first client terminal before game play has begun, in response to a request received at the server to reveal the results of the at least one wager; and

revealing, at the first client terminal, the results of the at least one wager without game play.

REMARKS

Applicants wish to thank the Examiner and his supervisor for the courtesy extended to Applicants' representatives during the interview held on March 17, 2003. During that interview, Applicants' representatives pointed out several features that distinguish the present invention over the prior art of record. The Examiner and his supervisor indicated that, pending an updated search, the claims would be allowable over the cited references if amended to incorporate these

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additional features. By this Amendment, Applicants have amended the claims and added new claims 35 and 36 to specifically point out and claim these distinguishable features.

In the Office Action, the Examiner rejected claims 1-34 under 35 U.S.C. § 102(b) as being anticipated by U.S. Patent No. 5,871,398 to *Schneier et al.* ("*Schneier*") or, in the alternative, under 35 U.S.C. § 103(a) as obvious over *Schneier et al.* in view of *Wiltshire et al.*, U.S. Patent No. 6,409,602 ("*Wiltshire*").

Section 102(b) Rejections

Regarding the section 102(b) rejections over *Schneier*, as pointed out in MPEP § 2131, to anticipate a claim, the reference must teach every element of the claim. Applicants respectfully traverse these rejections because *Schneier* does not disclose each and every element of the claims as amended. Applicants accordingly request that the rejections under 35 U.S.C. § 102(b) be withdrawn.

In the present application, independent claims 1, 8, 10, 22, 23, 26, 27, 28, 29, 30, 31, 33, and 34, as amended, recite sending results to a client terminal before game play has begun in response to a request to reveal the results without game play. *Schneier* does not disclose at least revealing results without game play. Instead, *Schneier* teaches that a player plays games generated by a game program which reveal the outcomes/game authorizations. (*Schneier*, col. 18, lines 27-34.)

Furthermore, independent claims 1, 8, 10, 22, 23, 26, 27, 28, 29, 30, 31, 33, and 34, as amended, recite sending results to the client terminal during game play. *Schneier* does not disclose at least sending the result of a game from a server to a player terminal during game play. Instead, the system of *Schneier* sends and stores game results to player terminals before game play. (*Schneier*, col. 9, lines 35-60; Fig. 7.) To clarify what game play means consistent with an

embodiment of the present invention, Applicants have amended claims 1, 8, 10, 22, 23, 26, 27, 28, 29, 30, 31, 33, and 34 to point out what happens “before game play” or “during game play.”

Schneier does not teach revealing results to a player without game play, as recited by independent claims 1, 8, 10, 22, 23, 26, 27, 28, 29, 30, 31, 33, and 34. Furthermore, *Schneier* does not disclose sending game results from a server to a player terminal during game play, as recited by claims 1, 8, 10, 22, 23, 26, 27, 28, 29, 30, 31, 33, and 34. For at least these reasons, the reference cannot anticipate amended claims 1, 8, 10, 22, 23, 26, 27, 28, 29, 30, 31, 33, and 34, and also cannot anticipate the claims that depend therefrom. Therefore, Applicants respectfully request that the Examiner withdraw the rejections of claims 1-34 under 35 U.S.C. § 102(b). For these same reasons, Applicants further contend that new claims 35 and 36 are also allowable under 35 U.S.C. § 102(b).

Section 103(a) Rejections

Regarding the rejections under 35 U.S.C. § 103(a) as obvious over *Schneier* in view of *Wiltshire*, the claims as amended are not obvious over the art of record. To establish a *prima facie* case of obviousness under 35 U.S.C. § 103(a), the references, taken alone or combined, must first teach or suggest each and every element recited in the claims. M.P.E.P. § 2143.03 (9th ed. 2001). Second, there must be some suggestion or motivation, either in the references themselves or in the knowledge generally available to one of ordinary skill in the art, to combine the references in a manner resulting in the claimed invention. *Id.* at § 2143.01. Third, a reasonable expectation of success must exist that the proposed modification will work for the intended purpose. *Id.* at § 2143.02. Moreover, each of these requirements must “be found in the prior art, and not be based on applicant’s disclosure.” *Id.* at § 2143.

Neither *Schneier* nor *Wiltshire* teaches, for example, sending results to a client terminal before game play has begun in response to a request to reveal the results without game play, as recited in amended independent claims 1, 8, 10, 22, 23, 26, 27, 28, 29, 30, 31, 33, and 34. Instead, *Schneier* teaches that a player plays games generated by a game program which reveals the outcomes/game authorizations. (*Schneier*, col. 18, lines 27-34.) *Wiltshire* discloses sending only graphic images to player terminals after game results are determined by game programs executing on a server. (*Wiltshire*, col. 7, lines 13-27; col. 11, lines 7-15.) Because neither reference teaches or suggests enabling players to reveal results separately from game play, as recited in claims 1, 8, 10, 22, 23, 26, 27, 28, 29, 30, 31, 33, and 34, as well as the claims that depend therefrom, Applicants respectfully request the withdrawal of the rejections of claims 1 – 34 under 35 U.S.C. § 103(a). For these same reasons, Applicants contend that new claims 35 and 36 are also allowable under 35 U.S.C. § 103(a).

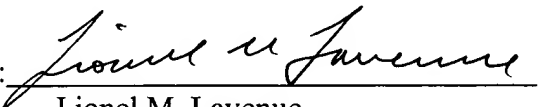
In view of the foregoing amendments and remarks, Applicants respectfully request reconsideration and reexamination of this application and the timely allowance of the pending claims.

Please grant any extensions of time required to enter this response and charge any additional required fees to our Deposit Account No. 06-0916.

Respectfully submitted,

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Dated: April 8, 2003

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APPENDIX TO AMENDMENT

Amended claims 1, 6, 8, 10, 17, 22, 23, 26, 27, 28, 29, 30, 31, 33 and 34 are set forth below:

1. (Thrice Amended) A gaming method, comprising:

receiving, at a server, [from a first client terminal] a purchase request for at least one wager from a first client terminal before game play has begun;

determining, at the server, the results of the at least one wager before game play has begun; [and]

storing, at the server, the results of the at least one wager in a database before game play has begun;

[receiving, from a second client terminal during game play, a request to reveal the results of the at least one wager; and]

sending, from the server, the results of the at least one wager to the [second] first client terminal [during game play] before game play has begun, in response to a request received at the server to reveal the results of the at least one wager without game play; and

sending, from the server, the results of the at least one wager to a second client terminal during game play if no request to reveal the results of the at least one wager without game play has been received at the server.

6. (Twice Amended) The method of claim 1, wherein [receiving, from a second client terminal during game play, a request to reveal the results of the at least one wager includes receiving, from a second client terminal during game play, a request to reveal the results of the at least one wager via an online network] sending the results of the at least one wager to the second

client terminal during game play comprises sending the results of the at least one wager to the second client terminal during game play in response to a request received via an online network connected to the server to reveal the results of the at least one wager during game play.

8. (Twice Amended) A gaming method, comprising:

receiving, at a server, [from a client terminal] a purchase request for a plurality of wagers from a client terminal before game play has begun;

determining, at the server, the results of [each of] the plurality of wagers before game play has begun; [and]

storing, at the server, [each of] the results of the plurality of wagers in a database before game play has begun [without sending the results of the wagers to a client terminal until game play];

sending, from the server, the results of the plurality of wagers to the client terminal before game play has begun, in response to a request received at the server to reveal the results of the plurality of wagers without game play; and

sending, from the server, the results of the at least one wager to the client terminal during game play if no request to reveal the results of the plurality of wagers without game play has been received at the server.

10. (Thrice Amended) A gaming method, comprising:

receiving, at a server, [from a first client terminal] a patron identifier identifying a patron from a first client terminal before game play has begun;

receiving, at the server, [from the first client terminal] a purchase request for at least one wager from the first client terminal before game play has begun;

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debiting, at the server, the account balance of a patron account corresponding to the received patron identifier based on the received purchase request;

determining, at the server, the result of the at least one wager before game play has begun;

storing, at the server, the result of the at least one wager in a database before game play has begun;

[receiving, from a second client terminal during game play, the patron identifier identifying the patron and a request for the result of the at least one wager; and]

sending, from the server, to the [second] first client terminal, the result of the at least one wager [during game play] before game play has begun, in response to the patron identifier identifying the patron and a request received at the server to reveal the results of the at least one wager without game play; and

sending, from the server, the results of the at least one wager to a second client terminal during game play if no request to reveal the results of the at least one wager without game play has been received at the server.

17. (Twice Amended) The method of claim 10, wherein [receiving, from a second client terminal during game play, the patron identifier identifying the patron and a request for the result of the at least one wager comprises receiving, from a second client terminal during game play via an online network, the patron identifier identifying the patron and a request for the result of the at least one wager] sending, to the second client terminal, the result of the at least one wager during game play, comprises sending, to the second client terminal, the result of the at least one wager during game play in response to the patron identifier identifying the patron and a

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request received via an online network connected to the server to reveal the results of the at least one wager during game play.

22. (Thrice Amended) A computer-readable medium containing instructions for causing a computer to perform a gaming method, the method comprising:

receiving, at a server, [from a first client terminal,] a patron identifier identifying a patron from a first client terminal before game play has begun;

receiving, at the server from the first client terminal before game play has begun, a purchase request for at least one wager;

debiting, at the server, the account balance of a patron account corresponding to the received patron identifier based on the received purchase request;

determining, at the server, the result of the at least one wager before game play has begun;

storing, at the server, the result of the at least one wager in a database before game play has begun;

[receiving, from a second client terminal during game play, the patron identifier identifying the patron and a request for the result of the at least one wager; and]

sending, from the server, to the [second] first client terminal, the result of the at least one wager [during game play] before game play has begun, in response to the patron identifier identifying the patron and a request received at the server to reveal the results of the at least one wager without game play; and

sending, from the server, the results of the at least one wager to a second client terminal during game play if no request to reveal the results of the at least one wager without game play has been received at the server.

23. (Twice Amended) A gaming system, comprising:

a plurality of client terminals, each including

means for receiving from a patron, a patron identifier identifying a patron and
a purchase request for a plurality of wagers before game play has begun, and

means for transmitting the patron identifier and the purchase request before
game play has begun; and

a server, connected to each of the plurality of client terminals, and including

means for receiving, from the plurality of client terminals, the patron identifier
and the purchase request before game play has begun,

means for debiting the patron account corresponding to the patron identifier in
response to the purchase request before game play has begun,

means for determining results of the plurality of wagers before game play has
begun, [and]

means for storing the results of the plurality of wagers before game play has
begun; and [without sending the results of the wagers to a client terminal until game play].

means for sending, to the client terminals, the result of the plurality of wagers
before game play has begun, in response to the patron identifier identifying the patron and a
request received at the server to reveal the results of the plurality of wagers without game play
and for sending the results of the plurality of wagers to the client terminals during game play if
no request to reveal the results of the plurality of wagers without game play has been received at
the server.

26. (Twice Amended) A gaming system, comprising:

a plurality of client terminals, each including

an identification component for receiving, from a patron, a patron identifier identifying a patron before game play has begun,

an output device for displaying a selection menu including an option to purchase a plurality of wagers,

an input device for receiving, from a patron, a purchase request for a plurality of wagers before game play has begun, and

a first communications device for transmitting the patron identifier and the purchase request before game play has begun; and

a server, connected to each of the plurality of client terminals, and including

a second communications device for receiving, from the plurality of client terminals, the patron identifier and the purchase request before game play has begun,

a communications component for debiting the patron account corresponding to the patron identifier in response to the purchase request before game play has begun,

a wagering component for determining the results of the plurality of wagers before game play has begun, [and]

a database for storing the results of the plurality of wagers before game play has begun, [without sending the results of the wagers to a client terminal until game play] and

a transmitter for sending, to the client terminals, the result of the plurality of wagers before game play has begun, in response to the patron identifier identifying the patron and a request received at the server to reveal the results of the plurality of wagers without game play and for sending the results of the plurality of wagers to the client terminals during game play if no request to reveal the results of the plurality of wagers without game play has been received at the server.

27. (Twice Amended) A gaming system, comprising:

a plurality of on-site client terminals for receiving a wager purchase request;

a server, connected to each of the plurality of on-site client terminals for receiving wager purchase requests before game play has begun, determining the results of the purchased wagers before game play has begun, and storing the results of the purchased wagers before game play has begun; and

a plurality of off-site client terminals, connected to the server via an online network, for [retrieving] receiving the results of the purchased wagers from the server [during game play] before game play has begun if the server has received a request to reveal the results of the purchased wagers without game play and for receiving the results of the purchased wagers during game play if no request to reveal the results of the purchased wagers without game play has been received.

28. (Twice Amended) A gaming method, comprising:

receiving, at a server, [from a client terminal,] a patron identifier identifying a patron from a client terminal before game play has begun;

receiving, at the server, [from the client terminal,] a purchase request for a plurality of wagers from the client terminal before game play has begun;

debiting, at the server, the account balance of a patron account corresponding to the received patron identifier based on the received purchase request;

determining, at the server, the results of [each of] the plurality of wagers before game play has begun; [and]

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storing, at the server, [each of] the results of the plurality of wagers in a database before game play has begun; [without sending the results of the wagers to a client terminal until game play]

sending, from the server, the results of the plurality of wagers to the client terminal, before game play has begun, in response to a request received at the server to reveal the results of the plurality of wagers without game play; and

sending, from the server, the results of the plurality of wagers to the client terminal during game play if no request to reveal the results of the plurality of wagers without game play has been received at the server.

29. (Twice Amended) A computer readable medium containing instructions for causing a computer to perform a gaming method, the method comprising:

receiving, at a server, [from a client terminal,] a patron identifier identifying a patron from a client terminal before game play has begun;

receiving, at the server, [from the client terminal,] a purchase request for a plurality of wagers from the client terminal before game play has begun;

debiting, at the server, the account balance of a patron account corresponding to the received patron identifier based on the received purchase request;

determining, at the server, the results of [each of] the plurality of wagers before game play has begun; [and]

storing, at the server, [each of] the results of the plurality of wagers in a database before game play has begun [without sending the results of the wagers to a client terminal until game play];

sending, from the server, the results of the plurality of wagers to the client terminal before game play has begun, in response to a request received at the server to reveal the results of the plurality of wagers without game play; and

sending, from the server, the results of the plurality of wagers to the client terminal during game play if no request to reveal the results of the plurality of wagers without game play has been received at the server.

30. (Thrice Amended) A server connected to a plurality of client terminals in a gaming system, comprising:

means for receiving, from a first client terminal, a purchase request for at least one wager before game play has begun;

means for determining the results of the at least one wager before game play has begun;

means for storing the results of the at least one wager before game play has begun; and

[means for receiving, from a second client terminal during game play, a request to reveal the results of the at least one wager; and]

means for sending the result of the at least one wager to the [second] first client terminal [during game play] before game play has begun, in response to a request received at the server to reveal the results of the at least one wager without game play, and for sending the results of the at least one wager to the second client terminal during game play if no request to reveal the results of the at least one wager without game play has been received at the server.

31. (Twice Amended) A server connected to a plurality of client terminals in a gaming system, comprising:

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a communications component for receiving, from a first client terminal, a purchase request for at least one wager before game play has begun [and for receiving, from a second client terminal during game play, a request for the results of the at least one wager];

a wagering component for determining the results of the at least one wager before game play has begun; [and]

a database for storing the results of the at least one wager before game play has begun; and

a sending component for sending the results of the at least one wager to the second client terminal before game play has begun, in response to a request received at the server to reveal the results of the at least one wager without game play, and for sending the results of the at least one wager to a second client terminal during game play if no request to reveal the results of the at least one wager without game play has been received at the server.

33. (Twice Amended) A server connected to a plurality of client terminals in a gaming system, comprising:

means for receiving, from a client terminal, a purchase request for a plurality of wagers before game play has begun;

means for determining the results of each of the plurality of wagers before game play has begun; [and]

means for storing each of the results of the plurality of wagers before game play has begun; and

[wherein the server does not send the results of the wagers to a client terminal until game play]

means for sending the results of the plurality of wagers to a client terminal before game play has begun, in response to a request received at the server to reveal the results of the plurality of wagers without game play, and for sending the results of the plurality of wagers to a second client terminal during game play if no request to reveal the results of the plurality of wagers without game play has been received at the server.

34. (Twice Amended) A server connected to a plurality of client terminals in a gaming system, comprising:

a communications device for receiving, from a client terminal, a purchase request for a plurality of wagers before game play has begun;

a wagering component for determining the results of [each of] the plurality of wagers before game play has begun; [and]

a database for storing [each of] the results of the plurality of wagers before game play has begun; and

[wherein the server does not send the results of the wagers to a client terminal until game play]

a sending component for sending the results of the plurality of wagers to a client terminal before game play has begun, in response to a request received at the server to reveal the results of the plurality of wagers without game play, and for sending the results of the plurality of wagers to the client terminal during game play if no request to reveal the results of the plurality of wagers without game play has been received at the server.

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